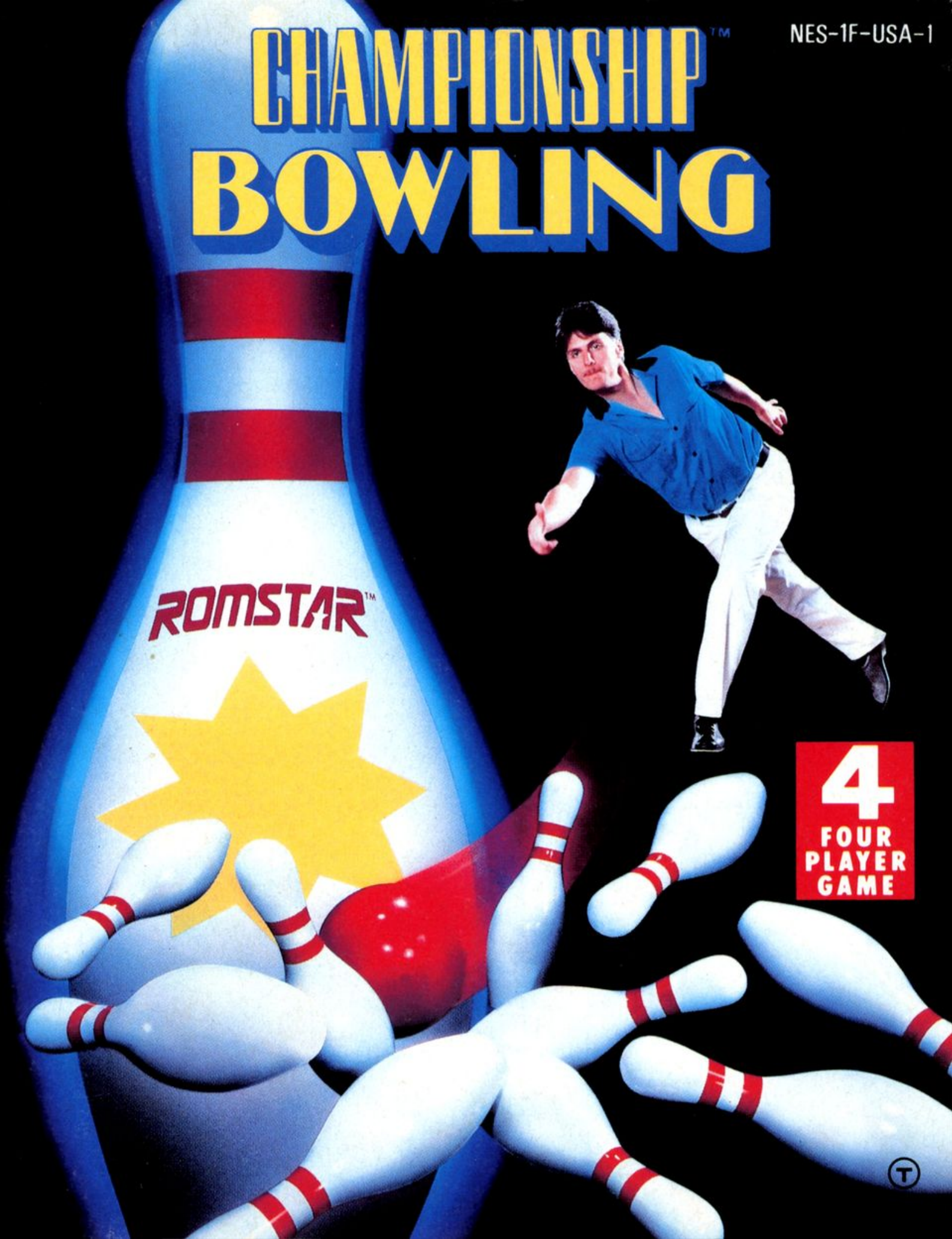
NES-1F-USA-1

CHAMPIONSHIP™ BOWLING



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THANK YOU FOR BUYING CHAMPIONSHIP BOWLING

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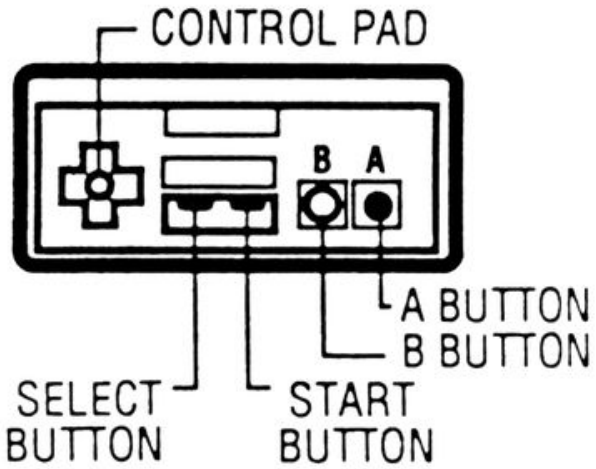
CAUTION:

— This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
— Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
— Do not clean with benzene, paint thinner, alcohol or other such solvents.
— Store the Game Pak in its protective sleeve when not in use.
— Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

TABLE OF CONTENTS:

1. HOW TO OPERATE 2
2. HOW TO PLAY 3
3. LANES 4
4. CHARACTER SELECTION 5
5. BALL SPECIFICATIONS 6
6. SCORING 7-8
7. STRATEGIES & HINTS 9-10
8. HISTORY OF BOWLING 11
9. ROMSTAR PLAYER SUPPORT 12
10. COMPLIANCE WITH FCC REGULATIONS 13
11. ROMSTAR LIMITED WARRANTY 14

HOW TO OPERATE



- PRESS THE CONTROL PAD OR ANY BUTTON TO START THE GAME.
- MOVE THE CONTROL PAD LEFT AND RIGHT TO SELECT THE NUMBER OF PLAYERS.
- MOVE THE CONTROL PAD UP AND DOWN TO CHOOSE THE LANE.
- PRESS START TO ADVANCE TO THE CHARACTER SELECT SCREEN.
- PRESS THE CONTROL PAD UP TO SELECT YOUR CHARACTER. PRESS A TO ENTER.
- MOVE THE CONTROL PAD UP TO ENTER THE FIRST INITIAL. PRESS A TO ENTER.
- MOVE THE CONTROL PAD UP TO ENTER THE SECOND INITIAL. PRESS A TO ENTER.
- MOVE THE CONTROL PAD UP TO SELECT THE WEIGHT OF THE BALL. PRESS A TO ENTER.
- ENTER DATA IN THE SAME FASHION FOR ANY OTHER PLAYERS.
- PLAYERS ONE AND THREE USE CONTROL PAD 1 AND PLAYERS TWO AND FOUR USE CONTROL PAD 2.
- PRESS START TO BEGIN THE MATCH.

HOW TO PLAY

1. When your character appears at the bottom of the lane, use the left/right on the joystick to position your character. Press the A button to go to the next step.

2. The hook indicator (on the left) will start swinging left and right. It will show you the angle at which you will throw the ball. Try and have the indicator point straight up if you do not want to hook your shot. Press the A button to go on to the next step.

3. The power bar will start up. The higher the power bar, the harder you will be throwing the bowling ball. Sometimes, a lower power is necessary to make your shot more effective. Press the A button to lock your power. Your character will now roll the ball.

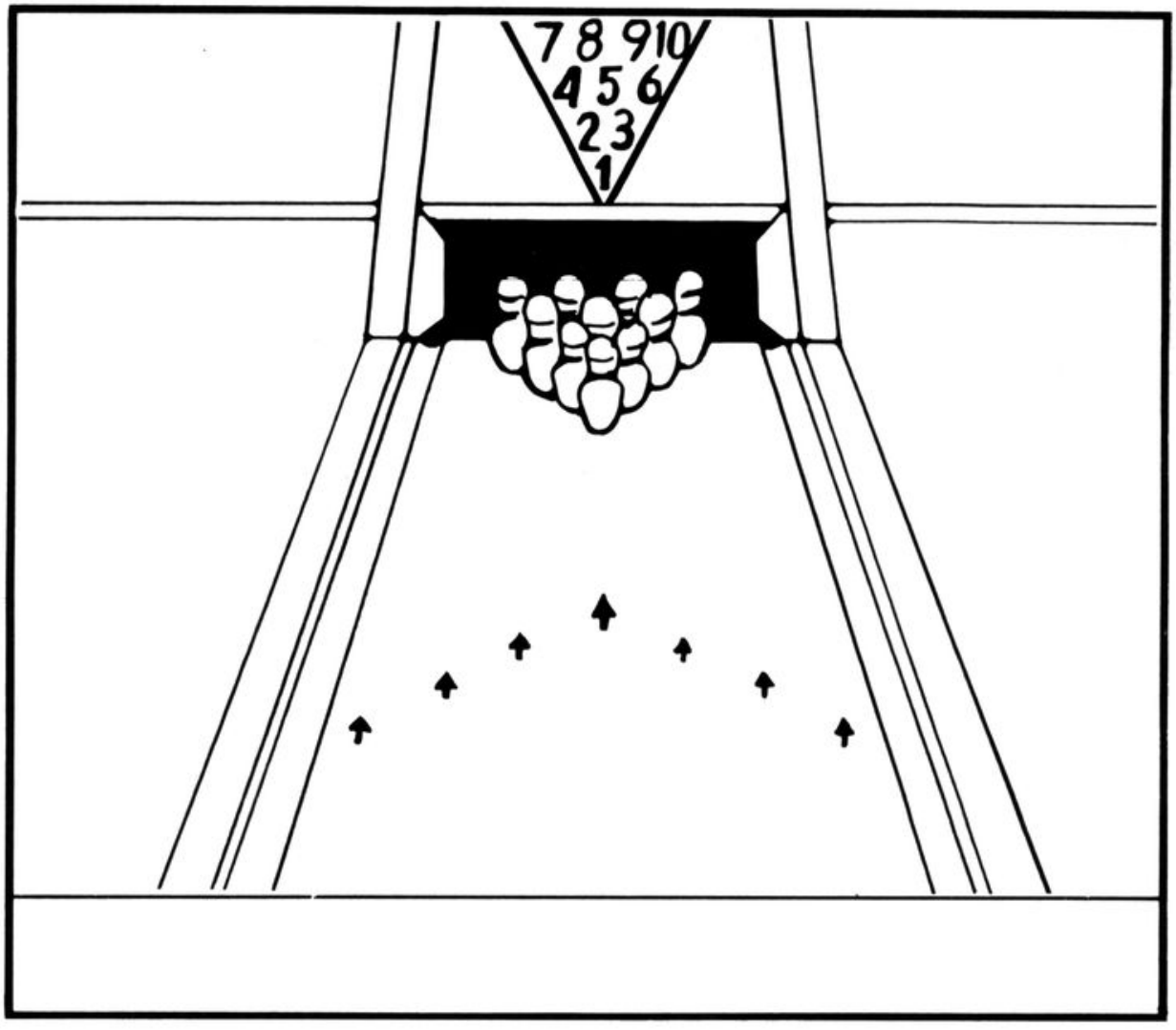
NOTE: Anytime when your ball is not rolling, you can press the B button to check the player's scores.

The game play is regulation 10 frames. At the end of the 10th, it will automatically display the score sheet. Press the B button for the winner's ceremony. Press right on the joystick to return to the attract mode.

LANES

Championship Bowling has five lanes to choose from. Not only is the color of the lane different, but each alley is slightly different.

There is only one main track on each lane, and it can vary from lane to lane. You can't judge the lane until you are actually rolling the ball. You may need to adjust your shot due to variations in the lanes. The shot will either hook more or hook less. Look at the lane, and watch every ball rolled to read the lane.



CHARACTER SELECTION

WHO DO YOU WANT TO BE TODAY?

Championship Bowling lets you be who you want to be! You have a choice of four players, each with their own looks and abilities.

BE CAREFUL!
HE'S LEFT-HANDED.

HE'S RIGHT-HANDED,
AND HE HAS A MEAN HOOK.

HE SURE LOOKS STRONG!

SHE LIKES A LIGHTER BALL.

BALL SPECIFICATIONS

Championship Bowling has five different size balls. The sizes and colors are as follows:

COLORS	WEIGHT
Pink	7 Pounds
Purple	9 Pounds
Red	11 Pounds
Blue	13 Pounds
Green	15 Pounds

Did You Know That Bowlers Palmed The Ball Until The 1880's? In the 1880's, a two-fingered grip was introduced. Today most people use the conventional 3 fingered grip.

SCORING

Championship Bowling is scratch bowling. Competition for medals is based on total pin count, and not on match play.

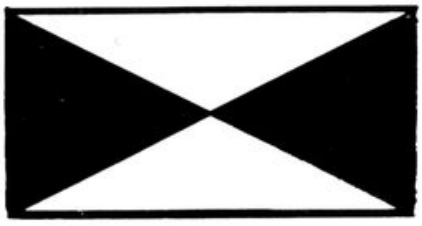
A complete game consists of ten frames. In each of the first nine frames, you roll one or two balls. If you knock down all ten pins on the first ball, it's called a strike and that frame is complete. If you don't knock all the pins down with your first ball, you are allowed a second ball. If you knock the remaining pins down with your second ball, it's called a spare.

A strike is worth ten points plus the number of pins you knock down with your NEXT TWO balls. A spare is worth ten points plus the number of pins you knock down with your NEXT ball. If you fail to knock down all ten pins, you simply record the number of pins. A score of 300 is a perfect game.

In the tenth frame you may receive three balls. However, you must get at least a spare to get the third ball.

MARKINGS:

SPARE



STRIKE

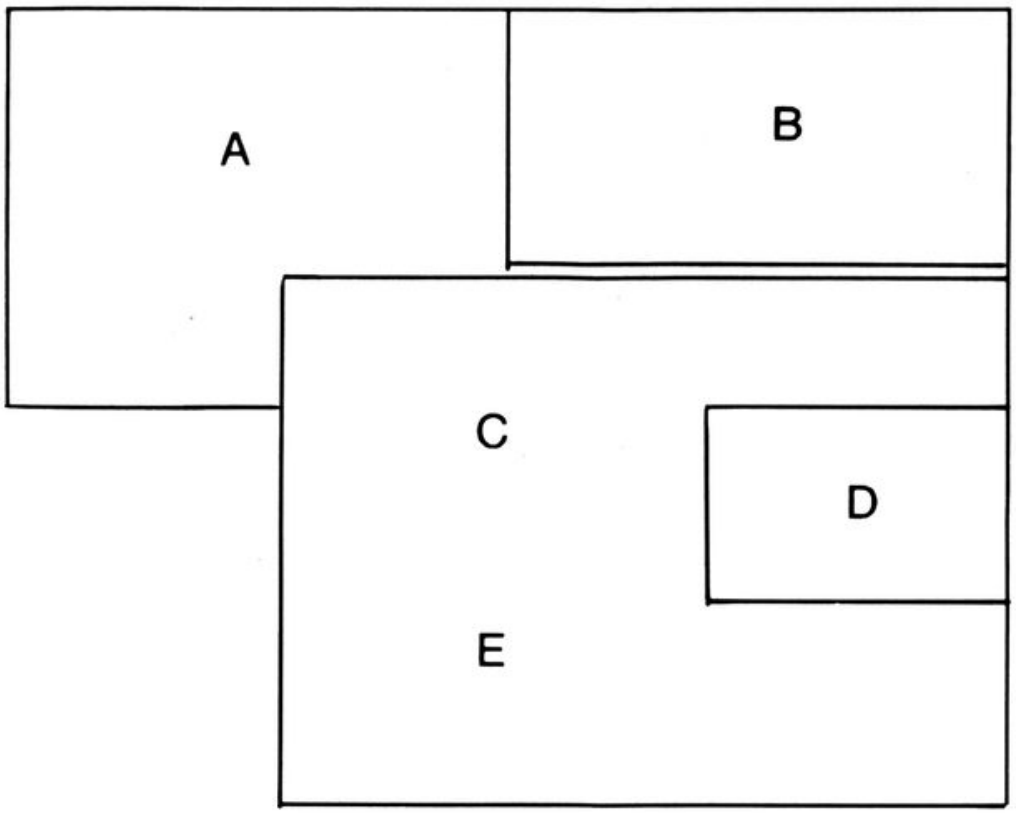
MISS

GUTTERBALL

THE PROGRAM WILL AUTOMATICALLY TALLY THE SCORE. BELOW IS A TYPICAL SCORESHEET. SEE IF YOU CAN FOLLOW THE SCORE.

1	2	3	4	5	6	7	8	9	10
7 –	X	X	8 –	X	G 9	8 /	9 –	9 /	X X X
7	35	53	61	80	89	108	117	137	167

WHILE YOU ARE BOWLING, YOU CAN CHECK YOUR SCORE IN THE LOWER LEFT HAND CORNER OF THE SCREEN.



A = PLAYER NUMBER

B = FRAME NUMBER

C = POINTS ON FIRST BALL

D = POINTS ON SECOND BALL

E = GAME TOTAL THUS FAR

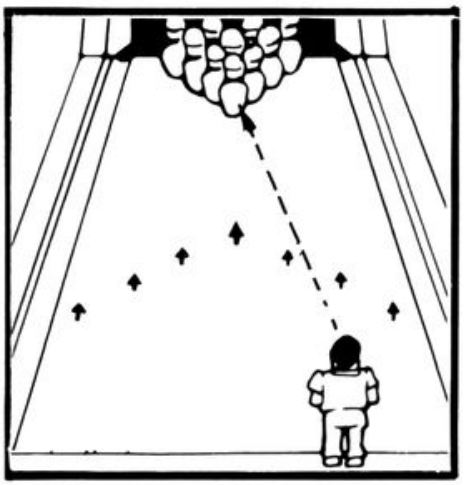
To Check Everyone's Score, Press the B Button.

STRATEGIES AND HINTS

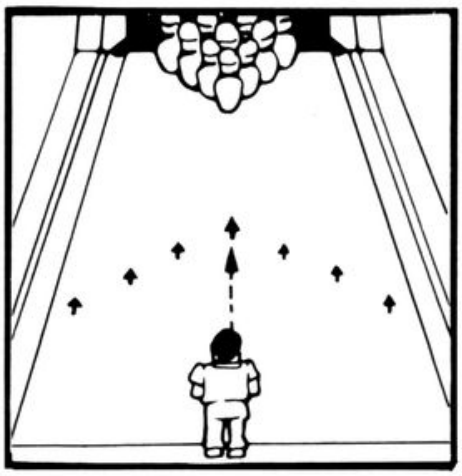
TARGETING

To bowl effectively, you must properly target your shots. In Championship Bowling, you have three targeting methods to choose from.

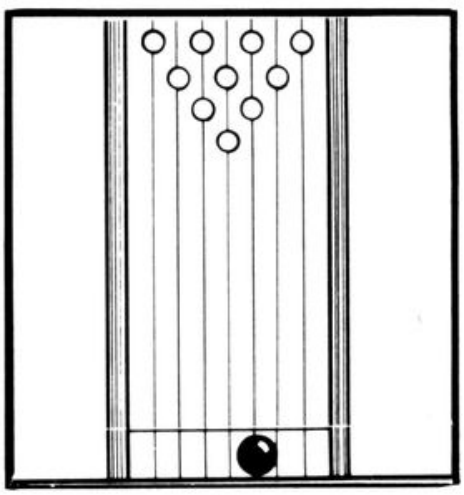
1. PIN BOWLING: Use the pins to target your shot. Set the character in a position that will bring the ball into the strike zone (see the perfect strike - Page 10 .)



2. SPOT BOWLING: Aim at a close in object to target your shot. Use the arrows on the lane as a targeting guide.



3. LINE BOWLING: This is the most common method of targeting. Use the boards and the pins to target the shot.

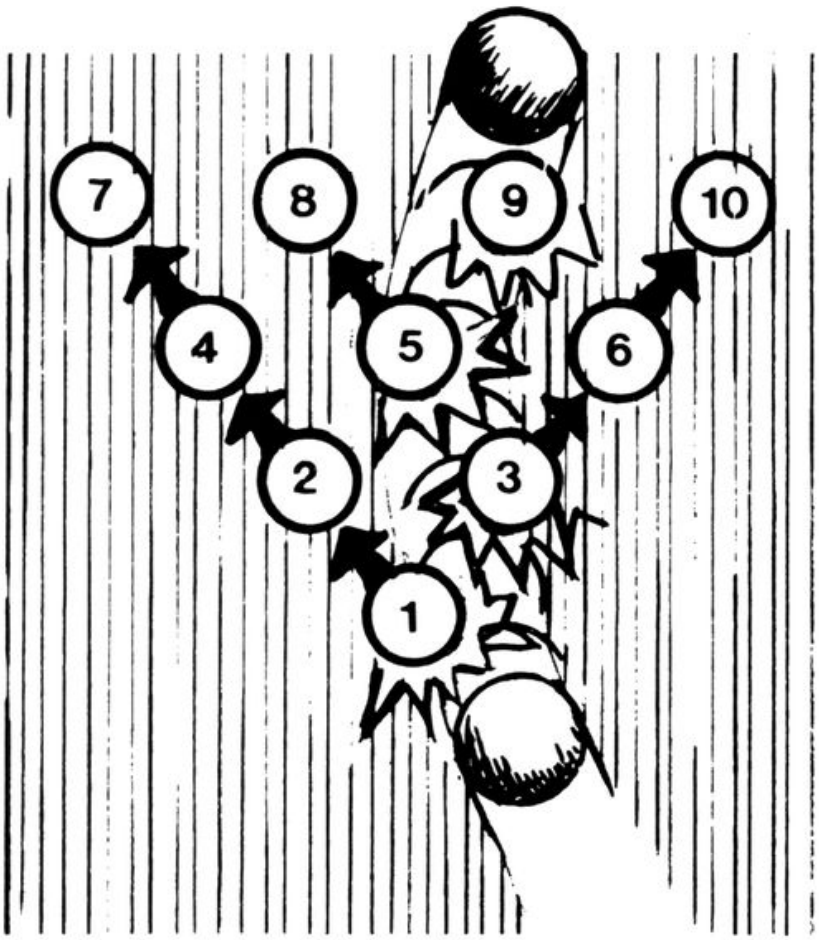


LOCATED ON RIGHT SIDE OF THE SCREEN.

" THE PERFECT STRIKE"

The object of bowling is not to knock down all the pins. It is to knock them down in one try. A Strike.

A "Perfect Strike" is a good hook shot. Ideally, the ball will only hit four pins. The rest will be knocked down by a series of chain reactions.



Many other combinations are possible for a strike. However, these other combinations require more luck than skill. The key to getting consistent strikes is targeting your shot on the strike zone.

THE HISTORY OF BOWLING

Historians believe that the game of bowling dates back to the age of the caveman. They think that they may have thrown rocks or pebbles to knock over other rocks and pebbles. However, the first real evidence of bowling was found in Egyptian tombs. In 1939 nine stone pins, several small stone balls, and three pieces of marble were found in a large gravesight where a child had been buried in about 5200 B.C. Thus, it was proven that the game of bowling dates back over 7,000 years.

During the times of Julius Caesar (about 50 B.C.). people in the alpine region of Italy played a game based upon the same principles as "Bocce", the Italian form of bowling.

Bowling also had Germanic roots. Sometimes you hear someone call bowling "Kegeling", or a bowler a "Kegeler". A "Kegel" in German is a clublike weapon. "Kegels" were part of an early church ritual where round stones were rolled to knock over the "Kegel". If someone knocked over the "Kegel", his life was deemed to be clean.

Over time, the ritual was no longer used in the churches, and bowling became a form of entertainment. Even Martin Luther (1483 -1546) was known to bowl for pleasure. He had a lane built so his children could play.

Dutch settlers brought bowling to America as early as the 1600's. These early settlers introduced a nine pin version of bowling into the developing American culture.

Abraham Lincoln was the first prominent American known to bowl. The nine pin version of bowling became quite a fad. Lawmakers outlawed the game because it had also become a popular betting game. A 10th pin was added, and not only did it legalize bowling, but it changed the future of the sport.

In 1985, the American Bowling Congress (ABC) was formed. It was founded to establish playing rules, scoring criteria, and set equipment standards.

The sport of bowling has a rich and colorful history. Bowling has integrated itself and has become a permanent part of the American lifestyle.

ROMSTAR

PLAYER SUPPORT

If you have any questions regarding your Championship Bowling Game Pak, please feel free to contact the Romstar Player Support Department at:

(213) 539-5283

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of part 155 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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